

CLAIMS

1. A method of producing a glass-particle-deposited body by performing the concurrent operations of:

causing a burner row comprising a plurality of burners to perform
5 reciprocating movement relative to a starting member;

causing each of the burners to form a flame including glass particles; and

causing the glass particles to be deposited on the starting member;
the method being characterized in that the condition for the deposition is altered at least twice during the course of the deposition process such that the interval between adjacent burner positions among the burner positions at which the deposition condition is altered is shorter than the interval between adjacent burners.

2. A method of producing a glass-particle-deposited body as defined by claim 1, wherein the deposition condition to be altered is at least one member selected from the group consisting of a flow rate of the combustible gas, a flow rate of the combustion-assisting gas, and a flow rate of the glass material all to be fed to the burner.

3. A method of producing a glass-particle-deposited body as defined by claim 2, wherein the deposition condition to be altered is the flow rate of the combustible gas to be fed to the burner.

4. A method of producing a glass-particle-deposited body as defined by claim 1 or 2, wherein each of the burners performs reciprocating

movement relative to the starting member within the range of a part allocated to each of the burners in the region for depositing glass particles on the starting member.

5. A method of producing a glass-particle-deposited body as defined by claim 4, wherein each of the burners performs reciprocating movement relative to the starting member between two specific positions predetermined to each of the burners with respect to the starting member.

6. A method of producing a glass-particle-deposited body as defined by any one of claims 1 to 4, wherein the deposition condition is altered 10 when the burners are positioned between turning points in the reciprocating movement.